



Quick Start Guide iPhone v1.1

Prerequisites

- You need be a registered iPhone developer
<http://developer.apple.com/iphone/program/>
- If you are new to iPhone development, use the nice assistant to receive your development certificates and to register your iPhone(s)
<http://developer.apple.com/iphone/manage/overview/index.action>
- Installed Apple iPhone SDK (includes Xcode) on MacOS.
- Unifeye SDK PC or Unifeye Design (recommended)

Getting Started

1. Extract the *UnifeyeSDKMobile* folder from the *.DMG File to your hard drive
2. Launch *UnifeyeSDKMobile_template.xcodeproj* from the previously extracted *UnifeyeSDKMobile/UnifeyeSDKMobile_Example* folder.
3. If you have already added your developer certificate to Xcode you can sign the example application under *Build Settings* → *Code Signing* → *Code Signing Identity* → *Any iPhone OS Device*.
Alternatively the *iPhone Simulator* can be used without a developer certificate.
4. The example application is now ready to *Build and Go*.



Further Reading

A general overview of the SDK can be found in the *Unifeye SDK Mobile User Manual*.

The supplied source files of the example application show a basic usage of the *Unifeye SDK Mobile*.

For more information have a look at the code documentation in *Start Menu* → *Unifeye SDK Mobile* → *Documentation* → *Code Documentation* or directly at the *AS_ArMobileSystem.h* header file.